



Enemies' Book

There are a lot of enemies to be faced, both human and superhuman. Before he came across the Astral Essence, Etrom could never have believed there could be wicked and horrible creatures from the most ancient recesses of the Abyss here walking the Earth.

Only a few people are aware of how and when these creatures reached the world of human beings...almost no one knows the truth that is hidden in the Void Lands, beyond the borders of the 4 States.

If you want to survive you have to learn to know yourself and your enemies. Don't buck anybody at any time. If you are rash you can lose your life. Get stronger and increase your experience level before you start fighting outside Sighundia and the 4 states.

Always try to understand your enemies' weaknesses - what kind of attack they use most and can tolerate less (the secret files will be very useful in this case).





Enemies List

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34. Jimmy Giusto
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37. Cheel Wachov
38. Siegfried
39. Idov
40. Turret, Tank & Mech
41. Spirit of the Temple
42. Hedat
43. EXTRAS

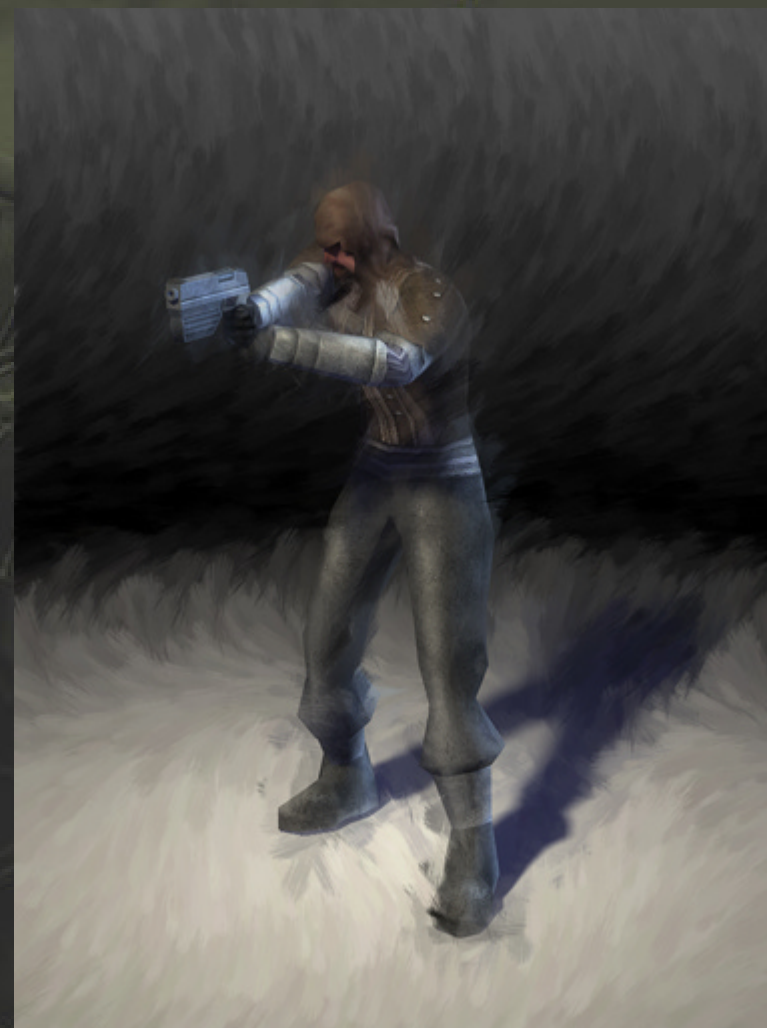


Megacity Criminals

*They have the blood on their hands and eyes;
They hate you,
They hate everything because they've always been hated;
They live in putrid streets, like their souls,
They are ready to kill for nothing, ready to go to hell,
And they already are infernal beings ...*

(Johan the prophet, fragments from the Book of the Cities)

In every Megacity, in the poorest and forgotten districts, there are desperate creatures of every kind and origin ready to kill their fellows to obtain a few coins. Sometimes, they organize into groups choosing their leader according to his strength, or cruelty. There are hundreds, thousands of them, people without any future, violent criminals both by choice and destiny and birth.





Unborn

*They are the tears of the city;
They are the dark pain of the underground ways;
The law deleted their names;
Rage makes their hands dirty with blood;
... they are the living without life,
They exist without existence...they are the unborn...*

(Johan the prophet, fragments from the Book of the Cities)

The unborn represent the worst social tragedy in all the 4 states. They live in heterogeneous groups in dismantled factories, in the sewers, in dark places, as outsiders, forgotten, dangerous. In general they are desperate parasites taking what they need to survive by stealing, killing, or rummaging about in the trash. Sometimes, they organize into mysterious confraternities centered on a charismatic figure, a leader. Hated, persecuted, killed without mercy, deprived of all their rights, the unborn are very dangerous because huge is the pain they have suffered since when they were not born.





Fateless

Bloodthirsty rebels

They chose the way of death,

They receive no mercy, and they,

The ones with no destiny,

Have mercy for no one...not even for themselves...

(Johan the prophet, fragments from the Book of the Cities)

Criminals condemned to live the rest of their lives in the terrible prison district, the ones with no destiny are men and women full of hatred. Used to killing so that they can live, ready to do anything in order to barely improve their material existence. Locked in and guarded, like mice the ones with no destiny often dig long underground tunnels to try to escape the prison district...and sometimes it seems they succeed...





Soldiers of the Republic of Sighund

The army of Sighund is large, well prepared, motivated and efficient.



Rifleman



Gunner



Elite Rifleman



Disruptor



Assaulter



Elite Assaulter



Soldiers of the Sakrum Theocracy

The “Holy Soldiers” of Sakrum are brave and heartless warriors. They fight in the name of God...



Rifleman



Gunner



Elite Rifleman



Disruptor



Assaulter



Elite Assaulter



Soldiers of the Ursaton Union

The soldiers of Ursaton are the guardians of the revolution, the columns of the "Great Father" doctrine.



Rifleman



Gunner



Elite Rifleman



Disruptor



Assaulter



Elite Assaulter



Sodiers of the Hitland Empire

They are the eyes and the blades of the Dark Emperor.



Rifleman



Gunner



Elite Rifleman



Disruptor



Assaulter



Kommander



Necro-Unborns

Sons of the perverse mind of Tarek Mor, Necro-Unborns are always in search of fresh flesh.





Infernal Possessed

They were humans... but now they are the image of the hell on Earth.





Abominyum of Chroma

He's an horrible, gigantic, mass of rotten flesh and dark chroma, a magic creature, created only to destroy all.





Possessed Soldiers

They were soldiers of the 4 states. They were sent into the Void Lands... and now they are crazy warriors of the absolute Kaos.









Corrupted Priest

They were Mystics of the knowledge and of the peace, but evil has corrupted their souls and they became voices of the Abyss.





Ngawerk's Guardians

They are the claws of the Great Empress of the Dark Dragons.





Ngawerk's Priests

They are the magic eyes of the Great Empress of the Dark Dragons.





Legio Infernalis

They are the first line of the Demoniac Army.





Praetorianum Infernalis

They are the commanders and elite warriors of the Demoniac Army.





Devislar's Priests

They are the magic weapons of the Great Demon King Devislar.





Milites Abissalis

They are the blades of the Abyss.





Knights of the Abyss

They are the crown of the Abyss.





Priests of the Abyss

They are the Essence of the Abyss.





Milites Lucentis

They are the guardians of the sacred city of Lux and of its dominions.





Priests of the Absolute

They are the Essence of the Absolute doctrine.





Stephen Rock

Head of the secret police of the Republic of Sighund, Stephen Rock is a cold man, merciless and bloodthirsty against all the opponents of the regime.





Tarek Mor

Scientist, theologian of the religion of the cross and merciless inquisitor, no one knows anything of his past, of his interrogations, or of the “experiments” he conducts in his castle...





Ngawerk

Empress of the Dragons devoted to the obscurity, Ngawerk is one of the most powerful entities of the universe. Her only objective is Power.





Devislar

Devislar was one of the most powerful generals of the infernal universe of OVIDAOL. Lonely and Furious he destroys all that he encounters.





Adek

Adek is the perverse lieutenant of the spiritual entity of the last Dark God. He lives in perpetual demoniac ecstasy surrounded by infernal souls contaminated by his evil.





Frederik

He is the Grand Master of the Knights of the Absolute. No one knows his story...





Johan

Johan is a strange wanderer of the Void Lands. He speaks of strange unknown events from the past and he sees the future. His Predictions never fail...





Eladen

Forger of sacred weapons, Eladen is lonesome, silent, mysterious...





Hangan

Trader. He sells interesting equipment and doesn't ask a lot of questions. His shop is in Sighundia - Sector GW-7.





Dhaalag

Owner of the Illegal Arena in Sighundia.





Disabel

She's the boss of the unborn gang in GW-7.





Jimmy Giusto

Young mafia boss of the east sector of Sighundia. He talks too much and says, 'Hey, my friend' too many times, but he's reliable, though don't be mistaken, he can be very dangerous...





Gheenna

She's an old friend of Etrom who knows many undercover agents in Sakrum, Hitland and Ursaton. In the HWD she worked in the area of international espionage.





Frà Diavolo

He is a “special” priest of Sakrum.





Cheel Wachov

Rebel worker of Ursaton.





Siegfried

He's a soldier of the resistance in Hitland.





Idov

He's the soul of the surrender...





The Mech





Spirit of the Temple

He's the guardian of the Temple of Fate.





Hedat

This is the end... a name of the end...





Extras: Etrom equipped with Armor



Basic Armor



Void Lands Heavy Class Armor



Deus Terrae Heavy Armor



Devislar Heavy Armor



Abyss Heavy Armor



Lux Heavy Armor



The Astral Armor